

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

### IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

#### Listing of Claims

1. (Previously Presented) A purchasing system for purchasing a virtual creature existing as a software and programmed to act or move, comprising:
  - first communication means provided on the order sender side of said virtual creature;
  - second communication means provided on the order receiving side of said virtual creature; and
  - a communication path to connect between said first and the second communication means;wherein said second communication means, comprising:
  - question data transmission means for transmitting question data regarding changeable items in said software of said virtual creature and/or hardware holding a recording medium in which said software is stored to said first communication means that accessed via said communication path,
  - wherein said changeable items include internal conditions, which include at least one of an emotional tendency, an instinct tendency, or an action configuration program,
  - wherein the emotional tendency comprises an emotion model having a plurality of parameters storing a strength of each emotional tendency,

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U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

wherein the instinct tendency comprises an instinct model having a plurality of parameters storing a strength of each instinct tendency, and

wherein the action configuration program comprises a probability automaton to determine a next action; and

data processing means for conducting the predetermined data processing in order to form said virtual creature and/or said hardware reflecting the order sender's answer to said question to be transmitted from the first communication means via said communication path.

2. (Original) The purchasing system according to Claim 1, wherein said changeable item is the specification on said action or motion of said virtual creature.

3. (Original) The purchasing system according to in Claim 1, wherein said changeable item is the design of said virtual creature or said hardware.

4. (Original) The purchasing system according to Claim 1, wherein said data processing means analyzes the taste and/or the living environment of said order sender based on said order sender's answer to said question and conducts the data processing according to the analysis result.

5. (Original) The purchasing system according to Claim 1, wherein said data processing means forms the image data of computer graphic image of said virtual creature and/or

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

said hardware reflecting said order sender's answer to said question, and transmits said image data to the first communication means via said communication path.

6. (Previously Presented) A purchasing method for purchasing a virtual creature existing as a software and programmed to act or move, comprising:

a first step of the first communication means provided on the order sender side of said virtual creature accessing to the second communication means provided on the order receiver side of said virtual creature;

a second step of the second communication means transmit question data regarding changeable items in said software of said virtual creature and/or the hardware holding a recording medium in which said software is stored to the first communication means that accessed,

wherein said changeable items include internal conditions, which include at least one of an emotional tendency, an instinct tendency, or an action configuration program,

wherein the emotional tendency comprises an emotion model having a plurality of parameters storing a strength of each emotional tendency,

wherein the instinct tendency comprises an instinct model having a plurality of parameters storing a strength of each instinct tendency, and

wherein the action configuration program comprises a probability automaton to determine a next action; and

a third step for conducting the predetermined data processing to form said virtual creature and/or said hardware in said second communication means reflecting said order sender's

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

answer to said question to be transmitted from said first communication means to said second communication means.

7. (Original) The purchasing method according to Claim 6, wherein said changeable item is the specification on the action or the motion of said virtual creature.

8. (Original) The purchasing method according to Claim 6, wherein said changeable item is the design of said virtual creature or said hardware.

9. (Original) The purchasing method according to Claim 6, wherein said third step analyzes the taste and/or the living environment of said order sender based on said order sender's answer to said question, conducts said data processing according to said analysis result.

10. (Original) The purchasing method according to Claim 6, wherein said third step forms the image data of the computer graphic image of said virtual creature and/or said hardware reflecting said order sender's answer to said question as said data processing, transmits said image data to the first communication means.

11. (Previously Presented) The order receiving device for receiving an order of a virtual creature existing as a software and programmed to act or move, comprising:  
question data transmission means for transmitting question data regarding changeable items in said software of said virtual creature and/or the hardware holding a

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

recording medium in which said software is stored to the order sender who accessed via the predetermined communication path,

wherein said changeable items include internal conditions, which include at least one of an emotional tendency, an instinct tendency, or an action configuration program,

wherein the emotional tendency comprises an emotion model having a plurality of parameters storing a strength of each emotional tendency,

wherein the instinct tendency comprises an instinct model having a plurality of parameters storing a strength of each instinct tendency, and

wherein the action configuration program comprises a probability automaton to determine a next action; and

data processing means for conducting the predetermined data processing to form said virtual creature and/or said hardware by reflecting the order sender's answer to said question.

12. (Original) The order receiving device according to Claim 11, wherein said changeable item is the specification on the action or the motion of said virtual creature.

13. (Original) The order receiving device according to Claim 11, wherein said changeable item is the design of said virtual creature or said hardware.

14. (Original) The order receiving device according to Claim 11, wherein said data processing means analyzes the taste and/or the living environment of said order sender

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

based on said order sender's answer to said question, conducts the data processing according to said analysis result.

15. (Original) The order receiving device according to Claim 11, wherein said data processing means forms image data of the computer graphic image of said virtual creature and/or said hardware by reflecting said order sender's answer to said question, transmits said image data to an order sender.

16. (Previously Presented) The order receiving method for receiving a virtual creature existing as a software and programmed to act or move, comprising:

a first step for transmitting question data regarding changeable items in said software of said virtual creature and/or the hardware having a recording medium in which said software is stored to the order sender who accessed via the predetermined communication path,

wherein said changeable items include internal conditions, which include at least one of an emotional tendency, an instinct tendency, or an action configuration program

wherein the emotional tendency comprises an emotion model having a plurality of parameters storing a strength of each emotional tendency,

wherein the instinct tendency comprises an instinct model having a plurality of parameters storing a strength of each instinct tendency, and

wherein the action configuration program comprises a probability automaton to determine a next action; and

a second step for conducting the predetermined data processing to form said virtual creature and/or said hardware by reflecting said order sender's answer to said question.

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U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

17. (Original) The order receiving method according to Claim 16, wherein said changeable item is the specification regarding said action or motion of said virtual creature.

18. (Original) The order receiving method according to Claim 16, wherein said changeable item is the design of said virtual creature or said hardware.

19. (Original) The order receiving method according to claim 16, wherein said second step analyzes said order sender's taste and/or living environment based on said order sender's answer to said question, conduct said data processing according to said analysis result.

20. (Original) The order receiving method according to Claim 16, wherein said second step as said data processing forms image data of the computer graphic image of said virtual creature and/or said hardware reflecting said order sender's answer to said question, transmits said image data to said order sender.

21. (Previously Presented) A computer program for making the computer execute the processing to order a virtual creature existing as a software and programmed to act or move, said computer program comprising code for:

a transmitting step for transmitting question data regarding changeable items in said software of the virtual creature and/or the hardware holding a recording medium in which said software is stored to the order sender who accessed via the predetermined communication path,

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

wherein said changeable items include internal conditions, which include at least one of an emotional tendency, an instinct tendency, or an action configuration program

wherein the emotional tendency comprises an emotion model having a plurality of parameters storing a strength of each emotional tendency,

wherein the instinct tendency comprises an instinct model having a plurality of parameters storing a strength of each instinct tendency, and

wherein the action configuration program comprises a probability automaton to determine a next action; and

a conducting step for conducting the predetermined data processing to form said virtual creature and/or said hardware by reflecting said order sender's answer to said question.

22. (Original) The computer program according to Claim 21, wherein said changeable item is the specification regarding the action or motion of said virtual creature.

23. (Original) The computer program according to Claim 21, wherein said changeable item is the design of said virtual creature or said hardware.

24. (Previously Presented) The computer program according to Claim 21, wherein said conducting step analyzes said order sender's taste and/or living environment based on said order sender's answer to said question, conducts said data processing according to said analysis result.



U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

25. (Previously Presented) The computer program according to Claim 21, wherein said conducting step forms image data of the computer graphic image of said virtual creature and/or said hardware reflecting said order sender's answer to said question, transmit said image data to said order sender.

26. (Previously Presented) A purchasing system for purchasing a robotic device to act or move based on the predetermined program, comprising:  
first communication means provided on the order sender side of said robotic device;  
second communication means provided on the order receiver side of said robotic device; and  
a communication path for connecting said first and the second communication means; wherein:

said second communication means, comprising:

question data transmitting means for transmitting question data on changeable items of said robotic device to said first communication means that accessed via said communication path through said communication path,

wherein said changeable items include internal conditions, which include at least one of an emotional tendency, an instinct tendency, or an action configuration program,

wherein the emotional tendency comprises an emotion model having a plurality of parameters storing a strength of each emotional tendency,

wherein the instinct tendency comprises an instinct model having a plurality of parameters storing a strength of each instinct tendency, and

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

wherein the action configuration program comprises a probability automaton to determine a next action; and

data processing means for conducting the predetermined data processing to construct said robotic device by reflecting said order sender's answer to said question to be transmitted from said first communication means via said communication path.

27. (Original) The purchasing system according to Claim 26, wherein said changeable item is the specification regarding said action or motion of said robotic device.

28. (Original) The purchasing system according to Claim 26, wherein said changeable item is the design of said robotic device.

29. (Original) The purchasing system according to Claim 26, wherein said data processing means analyzes said order sender's taste and/or the living environment based on said order sender's answer to said question, conducts said data processing according to the analysis result.

30. (Previously Presented) The purchasing system according to Claim 26, wherein said data processing means as the data processing, forms image data of the computer graphic image of said robotic device and/or said hardware reflecting said order sender's answer to said question, transmits said image data to the first communication means via the communication path.

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

31. (Previously Presented) A purchasing method for purchasing a robotic device what acts or moves based on the predetermined program, comprising:

a first step of the first communication means provided on the order sender side of the robotic device accessing to the second communication means provided on the order receiver side of said robotic device;

a second step for transmitting question data on changeable items of said robotic device to the first communication means from the second communication means,

wherein said changeable items include internal conditions, which include at least one of an emotional tendency, an instinct tendency, or an action configuration program,

wherein the emotional tendency comprises an emotion model having a plurality of parameters storing a strength of each emotional tendency,

wherein the instinct tendency comprises an instinct model having a plurality of parameters storing a strength of each instinct tendency, and

wherein the action configuration program comprises a probability automaton to determine a next action; and

a third step for conducting the predetermined data processing to construct said robotic device at said second communication means by reflecting the order sender's answer to said question to be transmitted to said second communication means from said first communication means.

32. (Original) The purchasing method according to Claim 31, wherein said changeable item is the specification on said action or motion of said robotic device.

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

33. (Original) The purchasing method according to Claim 31, wherein said changeable item is the design of said robotic device.

34. (Original) The purchasing method according to Claim 31, wherein said third step analyzes said order sender's taste and/or the living environment based on said order sender's answer to said question, conducts said data processing according to said analysis result.

35. (Original) The purchasing method according to Claim 31, wherein said third step as the data processing forms image data of the computer graphic image of said robotic device by reflecting said order sender's answer to said question, transmits said image data to the first communication means.

36. (Previously Presented) An order receiving device for receiving an order of the robotic device that acts or moves based on the predetermined program, comprising:

question data transmission means for transmitting question data on changeable items of said robotic device to the order sender who accessed via the predetermined communication path,

wherein said changeable items include internal conditions, which include at least one of an emotional tendency, an instinct tendency, or an action configuration program,

wherein the emotional tendency comprises an emotion model having a plurality of parameters storing a strength of each emotional tendency,

wherein the instinct tendency comprises an instinct model having a plurality of parameters storing a strength of each instinct tendency, and

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

wherein the action configuration program comprises a probability automaton to determine a next action; and

data processing means for conducting the predetermined data processing to construct said robotic device by reflecting said order sender's answer to said question.

37. (Original) The order receiving device according to Claim 36, wherein said changeable item is the specification on said action or motion of said robotic device.

38. (Original) The order receiving device according to Claim 36, wherein said changeable item is the design of said robotic device.

39. (Original) The order receiving device according to Claim 36, wherein said data processing means analyzes said order sender's taste and/or the living environment based on said order sender's answer to said question, conducts the data processing according to said analysis result.

40. (Original) The order receiving device according to Claim 36, wherein said data processing means as said data processing, forms image data of computer graphic image of said virtual creature and/or hardware reflecting said order sender's answer to said question, transmits said image data to said order sender.

41. (Previously Presented) An order receiving method for receiving an order of robotic device that acts or moves based on the predetermined control program, comprising:

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

a first step for transmitting question data concerning changeable items of said robotic device to the order sender who accessed via the predetermined communication path, wherein said changeable items include internal conditions, which include at least one of an emotional tendency, an instinct tendency, or an action configuration program, wherein the emotional tendency comprises an emotion model having a plurality of parameters storing a strength of each emotional tendency, wherein the instinct tendency comprises an instinct model having a plurality of parameters storing a strength of each instinct tendency, and wherein the action configuration program comprises a probability automaton to determine a next action; and a second step for conducting the predetermined data processing to construct said robotic device by reflecting said order sender's answer to said question.

42. (Original) The order receiving method according to Claim 41, wherein said changeable item is the specification concerning said action or said motion of said robotic device.

43. (Original) The order receiving method according to Claim 41, wherein said changeable item is the design of said robotic device.

44. (Original) The order receiving method according to Claim 41, wherein said second step analyzes said order sender's taste and/or living environment based on said order sender's answer to said question, conducts said data processing according to said analysis result.

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

45. (Original) The order receiving method according to Claim 41, wherein said second step as said data processing forms image data of computer graphic image of said virtual creature and/or said hardware reflecting said order sender's answer to said question, transmits said image data to said order sender.

46. (Previously Presented) A computer program for causing the computer to execute the processing to receive an order of robotic device that acts or moves based on the predetermined control program, said computer program comprising code for:

a transmitting step for transmitting question data concerning changeable items of said robotic device to the order sender who accessed via the predetermined communication path,

wherein said changeable items include internal conditions, which include at least one of an emotional tendency, an instinct tendency, or an action configuration program,

wherein the emotional tendency comprises an emotion model having a plurality of parameters storing a strength of each emotional tendency,

wherein the instinct tendency comprises an instinct model having a plurality of parameters storing a strength of each instinct tendency, and

wherein the action configuration program comprises a probability automaton to determine a next action; and

a conducting step for conducting the predetermined data processing to construct said robotic device by reflecting said order sender's answer to said question.

U.S. Application No. 09/914,407  
Reply to Office Action dated January 26, 2006

PATENT  
450108-02924

47. (Original) The computer program according to Claim 46, wherein said changeable item is the specification concerning said action or motion of said robotic device.

48. (Original) The computer program according to Claim 46, wherein said changeable item is the design of said robotic device.

49. (Previously Presented) The computer program according to Claim 46, wherein said conducting step analyzes said order sender's taste and/or living environment based on said order sender's answer to said question, conducts said data processing according to the analysis result.

50. (Previously Presented) The computer program according to Claim 46, wherein said conducting step forms image data of computer graphic image of said virtual creature and/or said hardware reflecting said order sender's answer to said question, transmits said image data to said order sender.

51-81. (Canceled)